

What is claimed is:

1. A game device having a controller operated by a player in accordance with game music, comprising:
 - 5 commercially available music CD reproducing means for reading recorded content from a commercially available music CD to reproduce music as game music based on the recorded content read;
 - 10 commercially available CD judgement means for reading recorded content from a commercially available music CD to judge whether or not the commercially available music CD is a predetermined commercially available music CD based on the recorded content read;
 - 15 operation timing data storage means for storing operating timing data indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from the predetermined commercially available music CD; and
 - 20 music game execution means for causing the commercially available music CD reproducing means to reproduce music as game music based on the recorded content read from the commercially available music CD, in response to a judgment such that the commercially available music CD, of which recorded content is read by the commercially available music CD judgment means, is the predetermined commercially available music CD, and for guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.
- 30 2. A game device according to claim 1, wherein the commercially available music CD judgement means includes judgement data storage means for storing beforehand

at least a part of the recorded content of the predetermined commercially available music CD as judgement data, and judges whether or not the commercially available music CD, of which recorded content is read by the commercially available music
5 CD judgement means, is the predetermined commercially available music CD by comparing the judgement data and the recorded content of the commercially available music CD, read by the commercially available music CD judgement means.

10 3. An information storage medium storing game program code and game data for causing a computer to function as a game device having a controller operated by a player in accordance with game music, the computer being equipped with a commercially available music CD reproducing function for reading recorded content from
15 a commercially available music CD to reproduce music based on the recorded content read, wherein

the information storage medium stores operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance
20 with the game music reproduced based on the recorded content read from a predetermined commercially available music CD, and program code, as at least a part of the game program code, for causing the computer to function as

commercially available music CD reproducing means for
25 reading recorded content from a commercially available music CD to reproduce music as game music based on the recorded content read by using the commercially available music CD reproducing function;

commercially available CD judgement means for reading
30 recorded content from a commercially available music CD by using the commercially available music CD reproducing function to judge whether or not the commercially available music CD is the

predetermined commercially available music CD based on the recorded content read; and

music game execution means for causing the commercially available music CD reproducing means to reproduce music as game music based on the recorded content read from the commercially available music CD, in response to a judgement such that the commercially available music CD, of which recorded content is read by the commercially available music CD judgement means, is the predetermined commercially available music CD, and for guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

4. A method for controlling a game device equipped with a commercially available music CD reading and reproducing function and having a controller operated by a player in accordance with game music, the method comprising:

a commercially available music CD reproducing step of reading recorded content from a commercially available music CD to reproduce music as game music based on the recorded content read by using the commercially available music CD reproducing function;

a commercially available CD judgement step of reading recorded content from a commercially available music CD by using the commercially available music CD reproducing function to judge whether or not the commercially available music CD is a predetermined commercially available music CD based on the recorded content read;

an operation timing data obtaining step of obtaining operating timing data indicative of timings at which a player should operate the controller in accordance with the game music reproduced based on the recorded content read from the

predetermined commercially available music CD; and
a music game execution step of effecting reproduction of
music as game music at the commercially available music CD
reproducing step based on the recorded content read from the
5 commercially available music CD, in response to a judgement such
that the commercially available music CD, of which recorded
content is read at the commercially available music CD
reproducing step, is the predetermined commercially available
music CD, and of guiding timings at which the player should operate
10 the controller in accordance with the game music reproduced,
based on the operation timing data.

5. A game distribution device for distributing game program
code and game data for causing a computer to function as a game
15 device having a controller operated by a player in accordance
with game music, the computer being equipped with a commercially
available music CD reproducing function for reading recorded
content from a commercially available music CD to reproduce music
based on the recorded content read,

20 wherein
the game distribution device distributes operation timing
data, as at least a part of the game data, indicative of timings
at which the player should operate the controller in accordance
with the game music reproduced based on the recorded content
25 read from a predetermined commercially available music CD, and
program code, as at least a part of the game program code, for
causing the computer to function as

commercially available music CD reproducing means for
reading recorded content from a commercially available music
30 CD to reproduce music as game music based on the recorded content
read by using the commercially available music CD reproducing
function;

commercially available CD judgement means for reading recorded content from a commercially available music CD by using the commercially available music CD reproducing function to judge whether or not the commercially available music CD is the predetermined commercially available music CD based on the recorded content read; and

music game execution means for causing the commercially available music CD reproducing means to reproduce music as game music based on the recorded content read from the commercially available music CD, in response to a judgement such that the commercially available music CD, of which recorded content is read by the commercially available music CD judgement means, is the predetermined commercially available music CD, and for guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

6. A game distribution method for distributing game program code and game data for causing a computer to function as a game device having controller operated by a player in accordance with game music, the computer being equipped with a commercially available music CD reproducing function for reading recorded content from a commercially available music CD to reproduce music based on the recorded content read, the method comprising:

an operation timing data distribution step of distributing operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from a predetermined commercially available music CD; and

a program distribution step of distributing program code, as at least a part of the game program code, for causing the

computer to function as

commercially available music CD reproducing means for reading recorded content from a commercially available music CD to reproduce music as game music based on the recorded content

5 read by using the commercially available music CD reproducing function;

commercially available CD judgement means for reading recorded content from a commercially available music CD by using the commercially available music CD reproducing function to judge

10 whether or not the commercially available music CD is the predetermined commercially available music CD based on the recorded content read; and

music game execution means for causing the commercially available music CD reproducing means to reproduce music as game

15 music based on the recorded content read from the commercially available music CD, in response to a judgement such that the commercially available music CD, of which recorded content is read by the commercially available music CD judgement means, is the predetermined commercially available music CD, and for 20 guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

7. A game device of which controller is operated by a player

25 in accordance with game music, comprising:

commercially available music reproducing means for reading recorded content from a commercially available music information storage medium which records at least music data, to reproduce music as game music based on the recorded content

30 read;

commercially available music information storage medium judgement means for judging whether or not the commercially

available music information storage medium, recording content of which is read by the commercially available music reproducing means, is a predetermined commercially available music information storage medium;

5 operation timing data storage means for storing operating timing data indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from the predetermined commercially available music information storage
10 medium; and

 music game execution means for causing the commercially available music reproducing means to reproduce music as game music based on the recorded content read from the commercially available music information storage medium, in response to a

15 judgement such that the commercially available music information medium, of which recorded content is read by the commercially available music reproducing means, is the predetermined commercially available music CD, and for guiding timings at which the player should operate the controller in accordance with the
20 game music reproduced, based on the operation timing data.

8. An information storage medium storing game program code and game data for causing a computer to function as a game device having a controller operated by a player in accordance with game music, the computer being equipped with a commercially available music information storage medium reproducing function for reading recorded content from a commercially available music information storage medium which records at least music data, to reproduce music based on the recorded content read, wherein

25 the information storage medium stores operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance

with the game music reproduced based on the recorded content read from a predetermined commercially available music information storage medium, and program code, as at least a part of the game program code, for causing the computer to function

5 as

commercially available music information storage medium reproducing means for reading recorded content from a commercially available music information storage medium to reproduce music as game music based on the recorded content read
10 by using the commercially available music information storage medium reproducing function;

commercially available music information storage medium judgement means for reading recorded content from a commercially available music information storage medium by using the
15 commercially available music information storage medium reproducing function to judge whether or not the commercially available music information storage medium is the predetermined commercially available music information storage medium based on the recorded content read; and

20 music game execution means for causing the commercially available music information storage medium reproducing means to reproduce music as game music based on the recorded content read from the commercially available music information storage medium, in response to a judgement such that the commercially
25 available music information storage medium, of which recorded content is read by the commercially available music information storage medium judgement means, is the predetermined commercially available music information storage medium, and for guiding timings at which the player should operate the controller in accordance with the game music reproduced, based
30 on the operation timing data.

9. A game device having a controller operated by a player in accordance with game music, comprising:

music data reproducing means for obtaining music data from a music data distribution server via a communication network

5 to reproduce music as game music based on the music data obtained;

music data judgement means for judging whether or not the music data obtained by the music data reproducing means is predetermined music data;

10 operation timing data obtaining means for obtaining operation timing data indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the predetermined music data; and

music game execution means for causing the music data reproducing means to reproduce music as game music based on the music data, in response to a judgement such that the music data obtained by the music data reproducing means is the predetermined music data, and for guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

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10. An information storage medium storing game program code and game data for causing a computer to function as a game device having a controller operated by a player in accordance with game music, wherein the information storage medium stores, as at least a part of the game program code, program code for causing the computer to function as

music data reproducing means for obtaining music data from a music data distribution server via a communication network to reproduce music as game music based on the music data obtained;

30 music data judgement means for judging whether or not the music data obtained by the music data reproducing means is predetermined music data;

operation timing data obtaining means for obtaining operation timing data indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the predetermined music data; and

5 music game execution means for causing the music data reproducing means to reproduce music as game music based on the music data, in response to a judgement such that the music data obtained by the music data reproducing means is the predetermined music data, and for guiding timings at which the player should
10 operate the controller in accordance with the game music reproduced, based on the operation timing data.

11. A game device having a controller operated by a player in accordance with game music, comprising:

15 a commercially available music information storage medium reproducer which reads recorded content from a commercially available music information storage medium recording at least music data, to reproduce music as game music based on the recorded content read;

20 a commercially available music information storage medium judgement unit which judges whether or not the commercially available music information storage medium, of which recorded content is read by the commercially available music information storage medium reproducer, is a predetermined commercially
25 available music information storage medium;

 an operation timing data storage medium which stores operating timing data indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from the
30 predetermined commercially available music information storage medium; and

 a music game execution unit which causes the commercially

available music information storage medium reproducer to
reproduce music as game music based on the recorded content read
from the commercially available music information storage medium,
in response to a judgement such that the commercially available
5 music information storage medium, of which recorded content is
read by the commercially available music information storage
medium reproducer, is the predetermined commercially available
music information storage medium, and guides timings at which
the player should operate the controller in accordance with the
10 game music reproduced, based on the operation timing data.

12. An information storage medium storing game program code
and game data for causing a computer to function as a game device
having a controller operated by a player in accordance with game
15 music, the computer being equipped with a commercially available
music information storage medium reproducing function for
reading recorded content from a commercially available music
information storage medium recording at least music data, to
reproduce music based on the recorded content read, wherein
20 the information storage medium stores operation timing
data, as at least a part of the game data, indicative of timings
at which the player should operate the controller in accordance
with the game music reproduced based on the recorded content
read from a predetermined commercially available music
25 information storage medium, and program code, as at least a part
of the game program code, for causing the computer to function
as

a commercially available music information storage medium
reproducer which reads recorded content from a commercially
30 available music information storage medium to reproduce music
as game music based on the recorded content read by using the
commercially available music information storage medium

reproducing function ;

a commercially available music information storage medium judgement unit which reads recorded content from a commercially available music information storage medium by using the
5 commercially available music information storage medium reproducing function to judge whether or not the commercially available music information storage medium is the predetermined commercially available music information storage medium based on the recorded content read; and

10 a music game execution unit which causes the commercially available music information storage medium reproducer to reproduce music as game music based on the recorded content read from the commercially available music information storage medium, in response to a judgement such that the commercially available
15 music information storage medium, of which recorded content is read by the commercially available music information storage medium reproducing function, is the predetermined commercially available music information storage medium, and guides timings at which the player should operate the controller in accordance
20 with the game music reproduced, based on the operation timing data.

13. Game program code for causing a computer to function as a game device having a controller operated by a player in
25 accordance with game music, the computer being equipped with a commercially available music information storage medium reproducing function for reading recorded content from a commercially available music information storage medium recording at least music data, to reproduce music based on the
30 recorded content read, the game program code for

receiving operation timing data, as at least a part of the game data, indicative of timings at which the player should

operate the controller in accordance with the game music reproduced based on the recorded content read from a predetermined commercially available music information storage medium;

5 reading recorded content from a commercially available music information storage medium to reproduce music as game music based on the recorded content read by using the commercially available music information storage medium reproducing function;

10 reading recorded content from a commercially available music information storage medium by using the commercially available music information storage medium reproducing function to judge whether or not the commercially available music information storage medium is the predetermined commercially 15 available music information storage medium based on the recorded content read; and

causing the commercially available music information storage medium reproducing function to reproduce music as game music based on the recorded content read from the commercially 20 available music information storage medium, in response to a judgment such that the commercially available music information storage medium is the predetermined commercially available music information storage medium; and

guiding timings at which the player should operate the 25 controller in accordance with the game music reproduced, based on the operation timing data.